
Subject: Friendly Fire

Posted by [nastym4n](#) on Sun, 20 Feb 2005 23:17:40 GMT

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just curious, has anyone ever played in a decent sized server with friendly fire set to on?

I dont recall ever having played in one since release and I was interested to know if anyone else had.

Subject: Friendly Fire

Posted by [glyde51](#) on Sun, 20 Feb 2005 23:24:58 GMT

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For Renegade? Never, no one likes it because things like mines exploding hurt team mates and it's often more of a hassle than just keeping it off.

Subject: Friendly Fire

Posted by [SuperMidget](#) on Sun, 20 Feb 2005 23:41:39 GMT

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I have, it's more interesting because it is slightly more realistic.

Subject: Friendly Fire

Posted by [IRON FART](#) on Sun, 20 Feb 2005 23:52:36 GMT

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I have a long time ago, but it never lasted because n00bs would blow up their own bases.

Subject: Friendly Fire

Posted by [Ripintou](#) on Sun, 20 Feb 2005 23:53:58 GMT

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Yes. The BC servers used to do it all the time and I found out the hard way....ROFL It got out of control when people would just keep killing eachother on the same team ... deliberately, hindering the game!

I don't think anyone has friendly fire on anymore though.

Subject: Friendly Fire

Posted by [Chronojam](#) on Sun, 20 Feb 2005 23:54:59 GMT

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The problem with Renegade is that there's no autokick if you violate the ROE... like in AAOps =D
That'd make it playable.

And I know for a fact you cannot have a large decent server without lots of mods watching or a password required. Look at the ion-then-leave bug of the old days. Lots of people before leaving a game would drop a beacon then get out, leaving it to kill off a building on their own team. And people kept trying to do that for months after the patch fixed it even...

Subject: Friendly Fire
Posted by [lmdgr8one](#) on Mon, 21 Feb 2005 02:21:08 GMT
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There used to be a server that ran Friendly Fire Friday...that was the best.

Subject: Friendly Fire
Posted by [cmatt42](#) on Mon, 21 Feb 2005 02:25:25 GMT
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I think CugsWorld has friendly fire on.

Subject: Friendly Fire
Posted by [Dave Anderson](#) on Mon, 21 Feb 2005 03:02:17 GMT
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I have. Long ago. I think playing with ffreindly fire on brings the traditional felling of C&C to renegade. Also the SEE EVERYONE map setting too.

Subject: Friendly Fire
Posted by [warranto](#) on Mon, 21 Feb 2005 03:45:10 GMT
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Friendly Fire on can be fun, however too many games have been ruined by people joining and destroying their own base.

Subject: Friendly Fire
Posted by [nastym4n](#) on Mon, 21 Feb 2005 12:57:01 GMT
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interesting.

I was curious because I have played lots of Call of Duty in the past 18 months, and FF set to on requires people to think a lot more about what they are doing.

I then thought that since RGs release it is a lot easier to get rid of tk-ing idiots than it used to be.

maybe one of the servers that runs all-star/themed game nights could consider a one off FF night, should be interesting.

Subject: Friendly Fire

Posted by [GetSm0keD](#) on Mon, 21 Feb 2005 16:23:00 GMT

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back when ren started.. i was on dial up at the time..

and there was a server i always went to.. 10 player
it had FF on all the time

but ya the problem was ppl would come in..
some one would kill a team m8 by mistake..
then that guy would go on revenge mode
and kill his own base for like 3 games in a row..
the Owner/mod was never there to kick..

was so annoying..
i never really found a reason to like FF

Subject: Friendly Fire

Posted by [nastym4n](#) on Mon, 21 Feb 2005 16:48:37 GMT

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no I agree with all of the comments regarding killing teammates and killing your own buildings.

What I am saying is that due to things that have happened since release it is now much easier to get rid of these morons by use of things like the !votekick system.

Which effectively means there is no good reason to leave FF set to off anymore.

Hehe id just like to see all the players I know try and adapt to it,
would make for interesting viewing.

Subject: Friendly Fire

Posted by [Nightma12](#) on Mon, 21 Feb 2005 19:52:01 GMT

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lets try it!

ive just set the All Out server to FF set to on, lets see how it goes!

Subject: Friendly Fire
Posted by [prox](#) on Mon, 21 Feb 2005 19:56:31 GMT
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I'll host one later . I can host like 16 people no problem.

Subject: Friendly Fire
Posted by [Crimson](#) on Mon, 21 Feb 2005 21:19:10 GMT
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I'm working on a program to automatically update my server settings to have "themed" days. At that time I'll also have an AOW server up that doesn't have themed days.

Subject: Friendly Fire
Posted by [Renx](#) on Mon, 21 Feb 2005 22:04:35 GMT
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Wouldn't it be possible to have an autokick for things like FF? If brenbot can detect how many enemies you've killed, it should be able to detect how many friendlies you've killed too, and kick after a certain number. Same goes for buildings...If it can detect building damage, could it detect when a GDI player damaged a GDI building a specific amount and kick them?

Unless of course it only detects when you kill something, and automatically assumes that what you killed was on the opposite team

Subject: Friendly Fire
Posted by [idebo](#) on Mon, 21 Feb 2005 22:18:18 GMT
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What's the point of friendly fire in a game where you see bullets, explosions and war zone 24/7. I mean, what's the point if you hit everybody except yourself. It would be chaos.

Subject: Friendly Fire
Posted by [nastym4n](#) on Mon, 21 Feb 2005 23:03:45 GMT
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chaos

examples:

[1]Arty being repaired by a team of techs, a lone GDI infantry gets close to the arty. Currently you would aim at the floor and splash damage them (or similar). With FF on you cannot do this for fear of killing your teammates. This promotes teamplay as it then requires both techs AND infantry cover to protect the arty.

[2]GDI power plant being repaired by about 50 hotwires (see:Field), lone maniac Nod infantry makes it into WF. Throw C4 everywhere until he dies? Not if you want the WF and the other Hotwires to live.

could make for hours of fun.

Subject: Friendly Fire
Posted by [YSLMuffins](#) on Mon, 21 Feb 2005 23:30:02 GMT
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There are no Power Plants on Field...

Subject: Friendly Fire
Posted by [nastym4n](#) on Mon, 21 Feb 2005 23:43:27 GMT
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good to see your on the ball there.

however i would just like to say ROFL!!! at this point:

as predicted if any1 seriously wanted to run FF on they would need an autokick system.

<http://img233.exs.cx/img233/8884/screenshot115md.gif>

<http://img116.exs.cx/img116/3831/screenshot127zz.gif>

Hehe its a shame because i think it would be fun.

Subject: Friendly Fire
Posted by [YSLMuffins](#) on Tue, 22 Feb 2005 01:06:33 GMT
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I can remember a few incidents of FF days on The Pits. One time, I was a PIC on City and a stealth tank rush doomed us, but thanks to a friendly timed C4 I died.
